Warlords 4 on windows 10

Posted by Archivist - 23 Jun 2016 10:11

Just tried to install Warlords 4 on Windows 10. It gets to a message about installing fonts and freezes. No compatibility setting seems to help- any ideas?

==========

Re: Warlords 4 on windows 10

Posted by KGB - 24 Jun 2016 01:46

Haven't heard of anyone with that problem before and plenty have installed on Win 10.

A couple of questions:

1) Are you installed a USA version of the CD (may be issues with non-USA/English)

2) Where are you installing it (directory wise)? I would not recommend installing in the default place (c:program files) because War4 needs to write locally and that's frowned on in Win 7 and later. I'd recommend installing in 'My Documents' or a similar user owned folder.

KGB

==========

Re: Warlords 4 on windows 10

Posted by Archivist - 24 Jun 2016 21:02

I assume its a USA disk, the menus are in english. (It did offer several languages on setup though).

I've tried the default directory, a directory off of 'my documents', and a directory directly off of c:. No dice. Each time it gets to 'installing fonts' and freezes.

I'm glad to hear that others have had success. Maybe I will figure this out yet.

==========

Re: Warlords 4 on windows 10
Posted by KGB - 25 Jun 2016 04:11

One possibility I didn't mention is that your CD could be bad. That would explain why the install hangs for you and no one else.

Any chance you can install on a non Win 10 machine to verify it's good? If you can install elsewhere you can just copy the folder to a thumb drive and transfer to your Win 10 machine.

KGB

==========

Re: Warlords 4 on windows 10
Posted by Archivist - 30 Jun 2016 22:07

I tried on Windows Xp, and it installed, but throws a new error when I try to start it.

==========

Re: Warlords 4 on windows 10
Posted by Archivist - 03 Jul 2016 06:01

Tried on Windows 7 also. Same error.

It says the problem is in line 569 of SageGraphics.cpp, error code D3DERR_NOTAVAILABLE (0x8876086a) Calling: Can't Create Device

Is this some sort of DirectX error?

==========

Re: Warlords 4 on windows 10
Posted by Archivist - 03 Jul 2016 08:13

Once I got the correct drivers for directX, it worked on windows 7. Still hoping to get it working on Windows 10, but this is certainly progress.

==========

Re: Warlords 4 on windows 10

Posted by vmxa - 19 Sep 2016 02:47

_____

I tried to install IV on my win10 and could not get it to work either. It had been working on Win8. The CD setup from autoplay fails, no problem. I just open the cd a files and ran the setup with admin.

==========

Re: Warlords 4 on windows 10

Posted by vmxa - 19 Sep 2016 03:24

_____

I guess I cannot edit here, so to continue my post...

I installed onto my E drive in its own lib/folder. I tried to run it, but got fmod and Binkw32 dll's missing. I find them in windows and go to copy them into warlords folder, but they are already there?

I had copied them to my desktop so I could find them to copy, so maybe the search found those version idk. So I run the warlord4 exe with admin and I get the window permission popup and let it run.

Nothing happens and task manager does not show warlords.

I rename the exe and copy in the one from patch 105b and it get fsound errors.

Anyone have any magic response that will let me play this again? Funny I have warlords dlr working.

Wish UBIsoft would sell some sort of wrapper to make this work and run at desktop res. I would pay a few dollars and I would suspect many others would. A nice job for an intern.

Thank for reading this rant.

==========

Re: Warlords 4 on windows 10

Posted by vmxa - 19 Sep 2016 03:32

_____

I see I can now edit, but that post was long enough, lol.

Anyway, would it be useful to apply one of the earlier patches and try it? I seem to have a vague notion that 105A/B required a prior patch. If so, what ones and in what order? IOW would I need to do all existing patches or just a particular one and then 105A or B?

Thanks

==========